



# Trollball

Union of European Trollball Associations

## Trollball Rules

### **Objective of the Game**

The objective of the game is to have fun – not to win. You play a Gloranthan troll. There are two teams. Each team tries to get a living trollkin over the opposite goal line. The team with the most goals wins.

### **Trollkin**

A trollkin is a small trollish abomination. It is considered alive as long as its head is attached to the torso. Unless there are any volunteers, trollkin are not played by human players.

### **Dark Trolls**

Dark Trolls are the main troll race in Glorantha. They are 2.5 metres tall and brawny. Although they can be very quick in nature, in a Trollball game they move and strike in slow motion (s-l-o-w)! Always!

If a Dark Troll strikes an opponent with a club the body part that was hit goes numb:

1. Arm: You drop whatever you were holding.
2. Leg: You hop on one leg or you fall to the ground.
3. Torso and Head: You are incapacitated. You fall to the ground, yelling and screaming. You can neither move nor fight.

### **Great Trolls**

Great Trolls are a huge race of trolls, especially bred for combat. They are even bigger and more vicious than Dark Trolls. Only players age 6 to 12 are permitted to play Great Trolls. Great Trolls have two advantages over their Dark Troll brethren.

1. A hit from a Great Troll is always considered a torso or head wound. Even if he only hits an arm or leg: the opponent goes down.
2. Rocks simply bounce off Great Trolls without causing damage.

### **Troll Mother**

The troll mother sits at the side line and watches the game. If a troll wants to be healed by her he has to come to her as she will not humble herself by moving towards the trolls. (Although it is rumoured among her children she loves the Great Trolls more than the others.) A troll who is incapacitated can either crawl to his mother (which is even slower than slow motion) or a team member carries him. Although nobody has to carry anybody in reality. Holding hands on the way to the troll mother works just fine.

### **Giant Referee**

The referee is a GIANT. He punishes running. His word is the law –if he speaks at all. Usually he simply kicks any troll that breaks the rules off the field. The troll flies (no slow motion) until he hits a solid object like a wall or a fence. Other trolls are not solid objects. From there the transgressor has to walk back into the game (in slow motion).

### **Sticks and Stones**

There are only two kinds of weapons that the trolls use: clubs and rocks. Every troll gets one club at the beginning of the game. There is no replacement, so you'd better not lose it. The weaponmaster hands out the rocks to the audience. He or she can hand out new rocks or re-collect the old ones at any time.

### **Audience**

The audience cheers and shouts and supports their team. They can throw rocks at the Dark Trolls. A hit with a rock counts the same as a hit with a club (see above). The trolls are allowed to throw the rocks back at them. The audience is prohibited from stepping onto the field. People outside of the designated stands are not audience – they are bugs and maggots. They will neither attack nor be attacked.